SONG MAKER™

Fisher-Price™

PARENTS

SONG MAKER™ is a fun and creative music game for children. With a variety of whimsical characters, your child can play recognizable and favorite songs or experiment in creating their own tunes. SONG MAKER uses a special simplified notation to make early music concepts, like pitches and song design, easy to understand. Your child will have hours of fun creating and sharing songs with family and friends.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions for playing will help you get off to a quick start.

SONG MAKER was written by Carousel Software, Inc., critically acclaimed developers of quality educational software for the home and school.

HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64.)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

SELECT OR CREATE A SONG

SONG MAKER can be played with a joystick (or with the computer keyboard).

NOTE: If you plan to SAVE any songs, read HOW DO I SAVE A SONG? before you begin.

- To begin the game, press the joystick button (or RETURN).
- To select a song, move the joystick up and down (or use the I and M keys) to move through the list. When the song you want is highlighted, press the joystick button (or RETURN).
- To create your own song, move the joystick (or the I and M keys) so Make Your Own Song! is highlighted, and press the joystick button (or RETURN).

WHAT DO I DO?

Play With a Song From the Song List

- To play a song, use the joystick (or the J and K keys) so the cursor (the box) is on top of the "play" note at the bottom of the screen. Press the joystick button (or RETURN).

- To replace the notes with the fun musical animals, use the joystick (or $\boxed{\text{J}}$ and $\boxed{\text{K}}$ keys) to move the cursor on top of one of the animals at the bottom of the screen and press the joystick button (or $\boxed{\text{RETURN}}$). The animal will jump up onto the screen and cover the first note on that page. Move the joystick left and right (or use the $\boxed{\text{J}}$ and $\boxed{\text{K}}$ keys) so the animal moves to the note you want it to play. Press the joystick button (or $\boxed{\text{RETURN}}$) and the animal will play the note and will stay there as part of the song. To continue placing this animal on other notes, move the cursor to the bottom of the screen and repeat the process. To choose another one, move the cursor to another animal at the bottom of the screen.
- To turn the "pages" of the song, move the joystick (or use the $\boxed{\text{J}}$ and $\boxed{\text{K}}$ keys) so the cursor is on top of the page number at the bottom right corner of the screen and press the joystick button (or $\boxed{\text{RETURN}}$). This will move you to the next screen showing more notes in the song.
- To return to the song list where you can choose another song or save the one you just designed, move the joystick (or use the $\boxed{\text{J}}$ and $\boxed{\text{K}}$ keys) so the cursor is on top of the song note at the bottom left corner of the screen and press the joystick button (or $\boxed{\text{RETURN}}$).

Make Your Own Song

NOTE: Be sure you read HOW DO I SAVE A SONG? if you plan to save any songs.

- After selecting Make Your Own Song! from the song list, move the cursor on top of one of the animals shown along the bottom of the screen. Press the joystick button (or RETURN) to pick up that animal. The animal will jump up onto the screen.
- Move the joystick left and right (or use the J and K keys) to place a note in a song. Move the joystick up and down (or use the I and M keys) to move a note up and down on the musical scale. Press the joystick button (or RETURN) as you go so you can hear the note change.
- When you find the note you want, press the joystick button (or RETURN) and use the joystick (or use the J and K keys) to move the cursor where you want the next note played. Try mixing up the animals in a song. Keep adding notes and turning "pages" until your song is complete. Now you're ready to watch the musical animals perform your song.
- To hear your song, move the cursor on the play note and press the joystick button (or RETURN).

HINTS

- To stop a song while it is playing, press the joystick button (or RETURN). This can be helpful when you are writing a song and you only want to hear part of it.
- To change any animal that plays a note in your song, move the cursor to the bottom of the screen, choose the animal that you now want and press the joystick button (or RETURN). Move the new animal to the one you wish to change and press the joystick button (or RETURN). The new animal will now play that note.

HOW DO I SAVE A SONG?

On Disk for Commodore 64 and Atari

1. Before you start to write a song, format a disk according to your computer manual's instructions.
2. Set up the disk drive.

   NOTE FOR ATARI USERS: You must boot Song Maker with an Atari Master Diskette in the disk drive. See your Atari manual for complete instructions on using the Master Diskette.
3. Now you are ready to create a song.
4. When you are finished making a song to save, return to the song list page.
5. Turn on the disk drive with the formatted disk inserted.
6. Move the cursor to SAVE or LOAD A SONG. Press the joystick button (or RETURN).
7. Press the S key.
8. When "NAME" appears, type in a name for your song which is no more than eight letters long. NOTE: YOU SHOULD KEEP A LIST OF SONG NAMES SO YOU CAN RELOAD THEM LATER.
9. Press the RETURN key. After saving is complete, the disk drive light will go out to tell you the song was saved.

To load a saved song:

1. Return to the song list page.
2. Turn on the disk drive with the formatted disk inserted.
3. Move the cursor to SAVE or LOAD A SONG. Press the joystick button (or RETURN).

4. Press the ⎡L⎤ key.
5. When "NAME" appears, type in the exact name of your song from your SAVED SONG LIST.
6. Press the ⎡RETURN⎤ key.
7. When the disk drive light goes off, your song will appear.
8. Make sure the cursor is on top of the play note, and press the joystick button (or ⎡RETURN⎤) to hear your saved song.

SAVED SONG LIST